

AMENDMENTS TO THE CLAIMS:

Please amend the claims as follows:

1.-9. (Cancelled)

10. (Original) A method of reducing drift in a block of quantized MPEG discrete cosine transform coefficients, comprising:

 computing a drift reference block of discrete cosine transform coefficients;

 mapping the drift reference block to a block of quantized video coefficients, the block of quantized discrete cosine transformed video coefficients having at least one dropped coefficient using a motion vector; and

 adding the coefficients of the drift reference block to the coefficients of the block of quantized video coefficients that have not been blocked to form a drift compensated block.

11. (Original) The method according to claim 10, further comprising variable length coding the drift compensated block.

12. (Original) The method according to claim 10, further comprising repeating the computing, mapping and adding for each motion vector in a frame of MPEG video.

13. (Original) The method according to claim 10, wherein the computing is carried out by:

 forming a dropped coefficient block containing at least one coefficient dropped in quantizing the block of quantized MPEG discrete cosine transform coefficients;

 inverse quantizing the at least one coefficient to produce an inverse quantized dropped coefficient block; and

 inverse discrete cosine transforming the inverse quantized dropped coefficient block to produce the drift reduction block.

14. (Original) The method according to claim 13, further comprising discrete cosine transforming the block of coefficients in the drift reduction block.

15. (Original) The method according to claim 14, further comprising quantizing the discrete cosine transformed block of coefficients in the drift reduction frame.

16. (Original) An MPEG transcoder, comprising:
- a variable length decoder (VLD) receiving an MPEG bitstream and produces variable length decoded video frames and motion vectors that characterize movement of objects in the video frames;
 - a processor that processes the frames of VLD decoded video by dropping high frequency discrete cosine transform coefficients in blocks of data;
 - a drift reference frame creator that creates a drift reference frame by, for each block in the video frame:
 - processing a block of discrete cosine transform coefficients by deleting at least one coefficient in the block;
 - forming a dropped coefficient block containing the at least one coefficient;
 - inverse quantizing the at least one coefficient to produce an inverse quantized dropped coefficient block; and
 - inverse discrete cosine transforming the inverse quantized dropped coefficient block to produce the drift reduction block;
 - a drift compensator that compensates for drift in video blocks in the frame by, for each motion vector pointing to the frame:
 - using the motion vector, mapping a block in the drift reference frame to a block of quantized discrete cosine transformed video coefficients having at least one dropped coefficient;
 - discrete cosine transforming the block of coefficients in the drift reduction block; and
 - adding the coefficients of the drift reference block to the coefficients of the block of quantized video coefficients that have not been dropped to form a drift compensated block; and
 - variable length coding the drift compensated block.

17-31. (Cancelled)

32. (Original) An electronic storage medium storing instructions which, when executed on a programmed processor, carry out a method of reducing drift in a block of quantized MPEG discrete cosine transform coefficients, comprising:

computing a drift reference block of discrete cosine transform coefficients;
mapping the drift reference block to a block of quantized video coefficients, the block of quantized discrete cosine transformed video coefficients having at least one dropped coefficient using a motion vector; and

adding the coefficients of the drift reference block to the coefficients of the block of quantized video coefficients that have not been blocked to form a drift compensated block.

33. (New) The electronic storage medium according to claim 32, wherein the method further comprises variable length coding the drift compensated block.

34. (New) The electronic storage medium according to claim 32, wherein the method further comprises repeating the computing, mapping and adding for each motion vector in a frame of MPEG video.

35. (New) The method according to claim 16, wherein the at least one deleted coefficient comprises at least one high frequency coefficient.

36. (New) The method according to claim 13, wherein the at least one dropped coefficient comprises at least one high frequency coefficient.